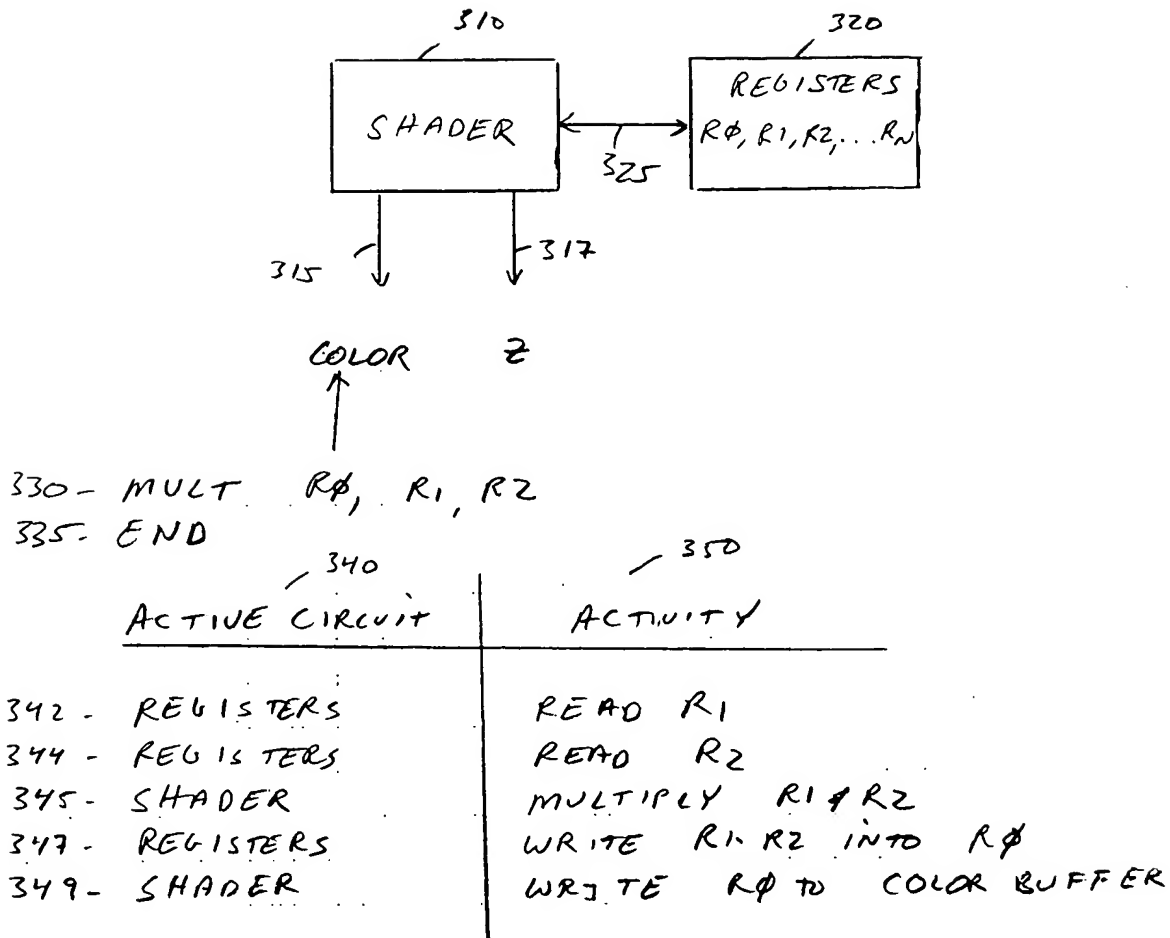
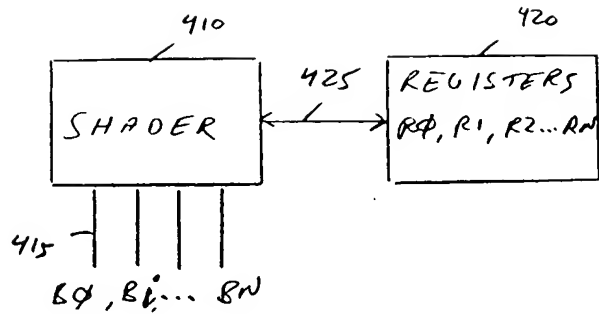


FIGURE 2



- PRIOR ART -

FIGURE 3.



430 - MULT $R0, R1, R2$
 440 - ADD $R1, R0, R1$
 450 - END

MORE BUFFERS =
 MORE STEPS PER PASS +
 FEWER PASSES

460 ACTIVE CIRCUIT	470 ACTIVITY
462 - REGISTERS	READ $R1$
464 - REGISTERS	READ $R2$
466 - SHADER	MULTIPLY $R1R2$
468 - REGISTERS	WRITE $R1, R2$ INTO $R0$
472 - REGISTERS	READ $R0$
474 - REGISTERS	READ $R1$
476 - SHADER	ADD $R0 + R1$
478 - REGISTERS	WRITE $R0 + R1$ INTO $R1$
482 - SHADER	WRITE $R0$ AND $R1$ INTO BUFFERS

FIGURE 4

510 - MULT $R\phi, R1, R2$
 520 - PST $R\phi, \#Z_L$
 530 - ADD $R\phi, R3, R4$
 540 - PLD $R1, \#Z_H$

550 - PLD $R\phi, \#id$	INDIRECT (FIXED)
552 - PLD $R\phi, @R1$	IDENTIFICATION (MOVABLE)
554 - PLD $R\phi, \#address$	DIRECT REFERENCE
556 - PLD $R\phi, @R1$	ADDRESS

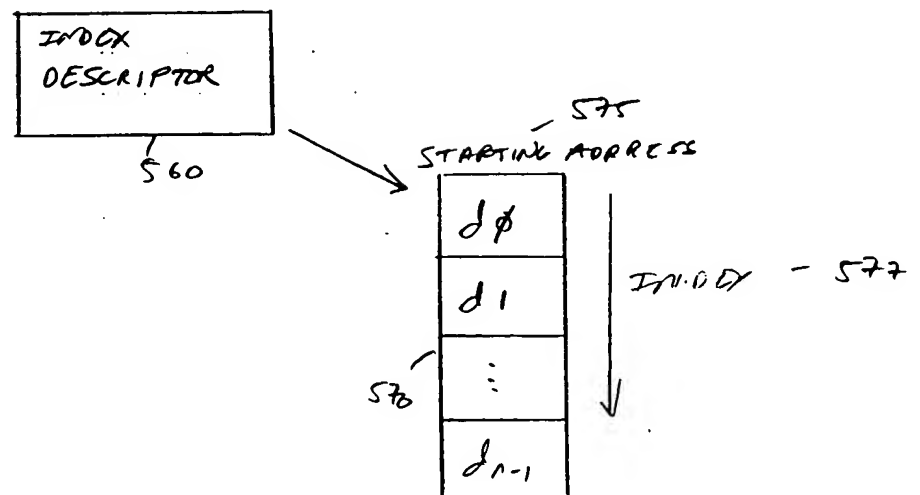


FIGURE 5

610 - IF ($Z_L < Z$ AND $Z < Z_H$) SET $Z_H = Z$

620 - IF ($Z <= Z_L$) SET $Z_H = Z_L$, SET $Z_L = Z$

		IF: THEN:				IF: THEN:	
↑ 630	INCREASING Z	632	$Z_H = Z$	↑ 640	INCREASING Z	642	$Z_H = Z_L$
			$Z \Rightarrow$				$Z_L = Z$
							Z
			$Z_L = Z_L$				
↑ 650 COMMANDS		670	672	674	676	678	679
		R_0	R_1	R_2	R_3	Z_H	Z_L
652	- PLD $R_0, \#Z_L$	Z_L	-	-	-	Z_H	Z_L
654	- PLD $R_1, \#Z_H$	Z_L	Z_H	-	-	Z_H	Z_L
656	- LT R_2, R_0, Z	Z_L	Z_H	FALSE	-	Z_H	Z_L
658	- LT R_3, Z, R_1	Z_L	Z_H	FALSE	TRUE	Z_H	Z_L
660	- AND R_3, R_2, R_3	Z_L	Z_H	FALSE	FALSE	Z_H	Z_L
662	- PSTC $\#Z_H, Z, R_3$	Z_L	Z_H	FALSE	FALSE	Z_H	Z_L
664	- PSTC $\#Z_L, Z, \sim R_2$	Z_L	Z_H	FALSE	FALSE	Z_H	Z
665	- PSTC $\#Z_H, R_0, \sim R_2$	Z_H	Z_H	FALSE	FALSE	Z_L	Z

FIGURE 6

